



**TEACHING ENGLISH VOCABULARY
THROUGH FLASH GAME VOQUZ
FOR SEVENTH YEAR STUDENTS OF SMP 2 GEBOG KUDUS
IN THE ACADEMIC YEAR 2012/2013**

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**DEPARTMENT OF ENGLISH EDUCATION
FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF MURIA KUDUS
2012**



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SKRIPSI
Presented to the University of Muria Kudus
in Partial Fulfillment of the Requirements for Completing the Sarjana Program
In English Education

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FACULTY OF TEACHER TRAINING AND EDUCATION
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2012**

MOTTO AND DEDICATION

Motto:

Actually I do not believe in perfection. That's why we were born to learn something and comparing ourselves to others, we can learn more . . .

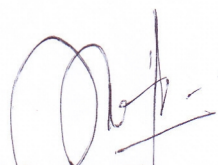
(Uchiha Itachi)



ADVISORS' APPROVAL

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Kudus, 7 November 2012
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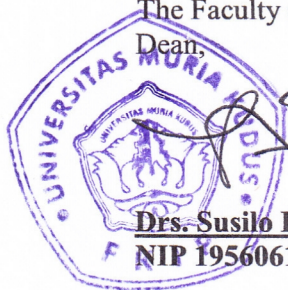
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Acknowledged by
The Faculty of Teacher Training and Education
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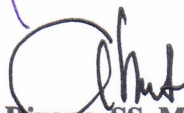
EXAMINERS' APPROVAL

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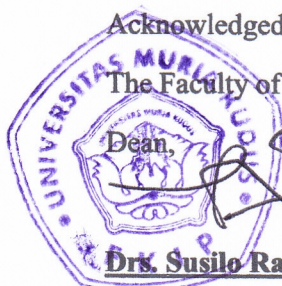

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ACKNOWLEDGMENT

Alhamdulillahirobbil'alamin, first and foremost, all praise goes to Allah SWT, the Lord of the universe for blessing the researcher to finish this final project entitles "Teaching English Vocabulary of the Seventh Year Students of SMP 2 Gebog Kudus in the Academic Year 2012/2013 Taught through Flash Game VoQuZ". Peace and blessing be on the Messenger of Allah, Muhammad SAW the prophet, his family, his companions, and all of his followers.

The researcher would like to extend his deepest gratitude to the following people:

1. Drs. Susilo Rahardjo, M.Pd. the Dean of Teacher Training and Education Faculty.
2. Fitri Budi Suryani, S.S., M.Pd. the Head of English Education Department.
3. Dra. Sri Endang Kusmaryati, M.Pd as the first advisor who was giving in valuable guidance, and helping him in all of the difficulties. Moreover, her kindness and helpfulness correction to this final project until its completion.
4. Ahdi Riyono, SS. M.Hum as the second advisor who has read this final project carefully and given useful suggestions and also corrections for its improvement.
5. Drs. Tri Hendarto, M.Si. the headmaster of SMP 2 Gebog Kudus for his permission to do the research in that school.
6. Rina Wargananti, S.Pd. as English teacher in SMP 2 Gebog Kudus for her kindness and support during the research.

7. The students of class VII E and VII F of SMP 2 Gebog Kudus in the Academic Year 2012/2013 for their cooperation.
8. The lecturers of English Education Department of Teacher Training and Education Faculty of Muria Kudus University who have given the lesson as the provisions to explore the knowledge.
9. All of beloved people in his live for establishing the real spirit in finishing this final project, especially Makruf, Junanto, Son Haji, Amri, Nadhif, Ghufron, Hadi, Yaqin, Fahris, Dimas, Uncle, Latif, and Saepodin.

There is nothing perfect around this world and this final project is no exception. The researcher realized that there are many weaknesses in this final project. Therefore, suggestion and stricture are always needed for improvement. Hopefully, this final project will be useful for all readers, for the students at English Education Department Teacher Training and Education Faculty of Muria Kudus University.

Kudus, November 2012

The researcher

ABSTRACT

Hendriyawan, Arif. 2012. *Teaching English Vocabulary through Flash Game VoQuZ for Seventh Year Students of SMP 2 Gebog Kudus in the Academic Year 2012/2013*. Skripsi. English Education Department. Teacher Training and Education Faculty, Muria Kudus University. Advisors: (i) Dra. Sri Endang Kusmaryati, M.Pd., (ii) Ahdi Riyono, SS. M.Hum.

Key words: Teaching English Vocabulary, English Vocabulary Mastery, and Flash Game VoQuZ.

English vocabulary is a stock list of word employed by a language group, individual or in relation, to be a subject and it is very important as the basic element of English. In language teaching English vocabulary mastery, the term vocabulary covered the development of words, the meaning and the links between them. In teaching vocabulary, teacher should use the appropriate teaching media to grab students' attention and teaching in joyful way. The rapid development of computer and internet technology has made anyone to get closer to the world of technology especially in the use of computers in daily life. Flash Game VoQuZ is one of computer game that can be used to teach English vocabulary by gaming.

The Objective of this research is to test the significance difference between the mastery of English vocabulary of the seventh year students of SMP 2 Gebog Kudus in Academic Year 2012/2013 those taught through Flash Game VoQuZ and those taught through Whiteboard.

The design of this research is experimental research. The population of this research is all of the seventh year students of SMP 2 Gebog Kudus in the academic year 2012/2013. The researcher takes two classes as the samples through cluster random sampling technique. Class VII F is the Control group and VII E is the experimental group the experimental group was taught through Flash Game VoQuZ and the control group was taught through Whiteboard. The research instrument used by the researcher is test (multiple choices test with 40 items).

The result of the research shows that in the level of significance 0.05 and degree of freedom 62. There is a significant difference of the English vocabulary mastery of the seventh year students of SMP 2 Gebog Kudus in the academic year 2012/ 2013 between those taught through Flash Game VoQuZ and those taught through Whiteboard. It is shown from the calculation result of t-obtained is 5.41, meanwhile the t-critical is ± 2.00 . In other words, the researcher rejects H_0 and accepts H_a , because t (obtained) is higher than t (critical). $t(\text{obtained}) = 5.41 > t(\text{critical}) = \pm 2.00$. The English vocabulary mastery of the seventh year students of SMP 2 Gebog Kudus in the academic year 2012/ 2013 taught through Flash Game VoQuZ is very good (Mean = 85.16 and SD = 6.16). However, the English vocabulary mastery of the seventh year students of SMP 2 Gebog Kudus in the academic year 2011/ 2013 taught through Whiteboard media is good (Mean = 76.69 and SD = 6.37).

Based on the result above the media of teaching English vocabulary through Flash Game VoQuZ presented in this research was proved effective. Based on this conclusion, the suggestion is given that the English teacher may teach vocabulary using game Flash-based as the media.



ABSTRAKSI

Hendriyawan, Arif. 2012. *Mengajar Kosa Kata Bahasa Inggris melalui Flash Game VoQuZ untuk Siswa Kelas Tujuh SMP 2 Gebog Kudus di Tahun Akademis 2012/2013. Skripsi.* English Education Department. Teacher Training and Education Faculty, Muria Kudus University. Advisors: (i) Dra. Sri Endang Kusmaryati, M.Pd., (ii) Ahdi Riyono, SS. M.Hum.

Key words: Mengajar bahasa Inggris Kosakata, Penguasaan Kosakata bahasa Inggris, dan Flash Game VoQuZ.

Kosa kata bahasa Inggris adalah daftar kata yang dipergunakan dalam bahasa, baik secara individu maupun dalam hubungan antar kata, sehingga menjadi sebuah subjek dan hal tersebut sangat penting sebagai elemen dasar dalam bahasa Inggris. Dalam pengajaran kosa kata bahasa Inggris, istilah kosakata mencakup perkembangan kosakata, makna kata dan hubungan antar kata satu sama lain. Dalam mengajar kosakata, guru harus menggunakan media pembelajaran yang tepat untuk menarik perhatian siswa dan mengajar dengan cara yang menyenangkan. Pesatnya perkembangan teknologi komputer dan internet telah membuat orang menjadi lebih dekat dengan dunia teknologi terutama dalam penggunaan komputer dalam kehidupan sehari-hari. Flash Game VoQuZ adalah salah satu permainan komputer yang dapat digunakan sebagai media dalam mengajarkan kosakata bahasa Inggris dengan cara bermain.

Tujuan dari penelitian ini adalah untuk menguji perbedaan yang signifikan antara penguasaan kosakata bahasa Inggris siswa kelas tujuh SMP 2 Gebog Kudus Tahun Akademik 2012/2013 yang diajarkan melalui Flash Game VoQuZ dan mereka yang diajarkan melalui Whiteboard.

Desain penelitian ini adalah penelitian eksperimental. Populasi penelitian ini adalah semua siswa tahun ketujuh SMP 2 Kudus Gebog pada tahun akademik 2012/2013. Peneliti mengambil dua kelas sebagai sampel melalui teknik cluster random sampling. Kelas VII F adalah kelompok kontrol dan VII E adalah kelompok eksperimen kelompok eksperimen diajarkan melalui Flash Game VoQuZ dan kelompok kontrol diajarkan melalui Whiteboard. Instrumen penelitian yang digunakan oleh peneliti adalah tes (multiple pilihan uji dengan 40 item).

Hasil penelitian menunjukkan bahwa pada tingkat signifikansi 0.05 dan tingkat kebebasan 62. Ada perbedaan yang signifikan dari penguasaan kosakata bahasa Inggris siswa tahun ketujuh SMP 2 Gebog Kudus pada tahun akademik 2012/2013 antara mereka diajarkan melalui Flash Game VoQuZ dan mereka yang diajarkan melalui Whiteboard. Hal ini ditunjukkan dari hasil perhitungan t (obtained) yang diperoleh adalah 5.41, sedangkan t (kritis) adalah ± 2.00 . Dengan kata lain, peneliti menolak H_0 dan menerima H_a , karena t (obtained) lebih tinggi dari t (kritis). $t(\text{obtained}) = 5.41 > t(\text{kritis}) = \pm 2.00$. Penguasaan kosakata Inggris siswa kelas tujuh SMP 2 Gebog Kudus pada tahun akademis 2012/2013 yang diajarkan melalui Flash Game VoQuZ adalah sangat baik (Mean = 85.16 dan SD = 6.16). Sedangkan, penguasaan kosakata Inggris siswa kelas tujuh SMP 2 Kudus

Gebog pada tahun akademis 2011/2013 yang diajarkan melalui Whiteboard adalah baik (Mean = 76.69 dan SD = 6.37).

Berdasarkan hasil di atas media pengajaran kosa kata bahasa Inggris melalui Flash Game VoQuZ disajikan dalam penelitian ini terbukti efektif. Berdasarkan kesimpulan tersebut, saran yang diberikan kepada guru Bahasa Inggris supaya dapat mengajarkan kosakata menggunakan permainan terutama permainan berbasis Flash sebagai media.



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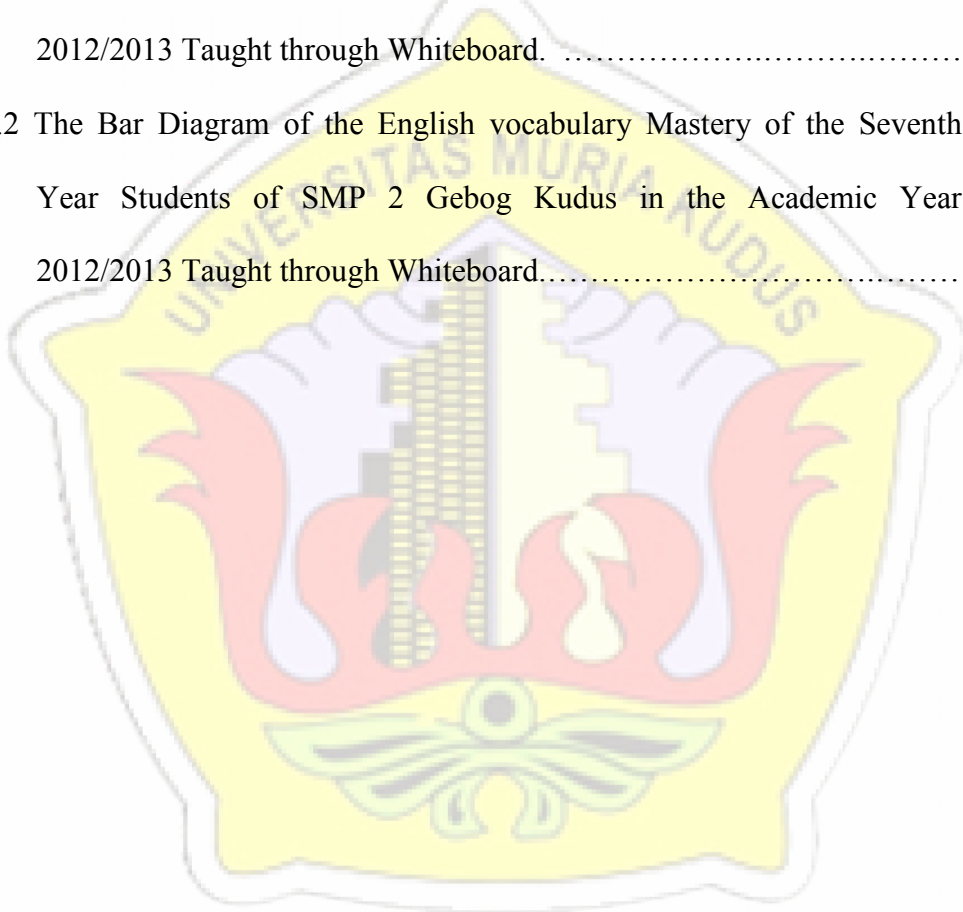
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